# Angela Zhu

 Ithaca, NY               @ angelzhua@gmail.com               in angela zhu               ○ portfolio

## EDUCATION

**Cornell University**                                                                        Ithaca, NY

*Bachelor of Arts in Computer Science (3.8 GPA) , Minor in Game Design*                        May '27

• **Coursework:** Introduction to Machine Learning, Functional Programming, Object-Oriented Programming & Data Structures, Discrete Structures, Statistics & Probability, Advanced Topics in Computer Game Architecture, Linear Algebra

• **Teaching Experience:** Introduction to Game Development

## EXPERIENCE

**Software Developer**                                                                        Ithaca, NY

*Combat Robotics @ Cornell Project Team*                                           October '23 - Present

• Redesigned team website using **Figma** and implemented changes in **Javascript** and **Typescript** using **React, Material UI, and npm** to enhance appeal for hundreds of users

• Conceptualized a custom chat-bot to provide technical assistance to over 40 members using **AWS** and **OLlama** within a team of 9 members

• Collaborated with 5 members to program a claw machine in **Python** on a Raspberry Pi, integrating joystick, motor, and claw mechanisms

**Front-end Developer**                                                                      Ithaca, NY

*Women in Computing at Cornell (WICC)*                                             October '24 - Present

• Programmed and reformatted 3+ pages using **JavaScript**, **CSS**, and **React's** framework

• Communicated with the design team on the implementation of the redesign using **Figma**

**Marketing Training Lead**                                                                  Ithaca, NY

*Combat Robotics @ Cornell Project Team*                                September '24 - December '24

• Led a team of 3 developers in restructuring a 3 week training curriculum for front-end development, business, and marketing

• Redesigned a 3 week engineering training program to include key business concepts, and provided hands-on support for 20+ new members

## PROJECTS

**Lunar Looter Video Game**                                                                Project Lead

*Personal Project*                                                                May '24 - August '24

• Led the development of a stealth game using **Unity and C#** in a team of 3 members

• Implemented 4-day sprint system with regular check-ins, improving productivity by 80%/

• Designed and utilized AI enemy algorithms, UI/UX, level design, and ray casting

**Seas The Throne Video Game**                                                    Programmer and Designer

*Introduction to Computer Game Development, Cornell University*                      January '24 - May '24

• Collaborated with 7 members to develop an open world bullet hell in **Java and LibGDX**

• Built a bullet pattern simulator to visually represent coded bullet patterns for enemy algorithms, increasing new pattern creation efficiency by 50%

• Designed and programmed UI, menus, animations, and controllers

## SKILLS AND INTERESTS

• **Programming:** Java, Python, C++, JavaScript, TypeScript, HTML/CSS, C#, OCaml

• **Other Technologies:** React, MUI, Tailwind CSS, Git/GitHub, Figma, Stata, Adobe Photoshop

• **Interests:** Orchestra (All Eastern), Digital Art, Girl Scouts (Gold Award), Cross Country